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Xue-Jun Wang; Chun-Yi Shi;
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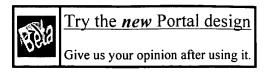
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Timothy J. Purcell , Ian Buck , William R. Mark , Pat Hanrahan
ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques July 2002
Volume 21 Issue 3
  Recently a breakthrough has occurred in graphics hardware: fixed function pipelines have been replaced with programmable vertex and fragment processors. In the near future, the graphics pipeline is likely to evolve into a general programmable stream processor capable of more than simply feed-forward triangle rendering.In this paper, we evaluate these trends in programmability of the graphics pipeline and explain how ray tracing can be mapped to graphics hardware. Using our simulator, we analyze ...

2 Automatically extracting highlights for TV Baseball programs   77%
Yong Rui , Anoop Gupta , Alex Acero
Proceedings of the eighth ACM international conference on Multimedia October 2000

  In today's fast-paced world, while the number of channels of television programming available is increasing rapidly, the time available to watch them remains the same or is decreasing. Users desire the capability to watch the programs time-shifted (on-demand) and/or to watch just the highlights to save time. In this paper we explore how to provide for the latter capability, that is the ability to extract highlights automatically, so that viewing time can be reduced.

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3 Using the visual differences predictor to improve performance of   77%
progressive global illumination computation
Valdimir Volevich , Karol Myszkowski , Andrei Khodulev , Edward A. Kopylov

ACM Transactions on Graphics (TOG) April 2000
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>   A novel view-independent technique for progressive global illumination computing that uses prediction of visible differences to improve both efficiency and effectiveness of physically-sound lighting solutions has been developed. The technique is a mixture of stochastic (density estimation) and deterministic (adaptive mesh refinement) algorithms used in a sequence and optimized to reduce the differences between the intermediate and final images as perceived by the human observer in the cours ...
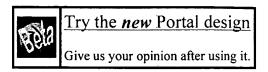
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1 Session 8: miscellaneous topics: Snap-together motion: assembling run- 77%
time animations
Michael Gleicher , Hyun Joon Shin , Lucas Kovar , Andrew Jepsen
Proceedings of the 2003 symposium on Interactive 3D graphics April 2003
Many virtual environments and games must be populated with synthetic characters to
create the desired experience. These characters must move with sufficient realism, so
as not to destroy the visual quality of the experience, yet be responsive, controllable,
and efficient to simulate. In this paper we present an approach to character motion
called *Snap-Together Motion* that addresses the unique demands of virtual
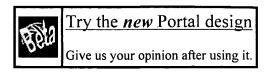environments. Snap-Together Motion (STM) preprocesses a corpus of motion captu ...

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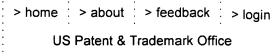**ACM Transactions on Graphics (TOG)** April 2000
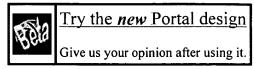Volume 19 Issue 2
A novel view-independent technique for progressive global illumination computing that uses prediction of visible differences to improve both efficiency and effectiveness of physically-sound lighting solutions has been developed. The technique is a mixture of stochastic (density estimation) and deterministic (adaptive mesh refinement) algorithms used in a sequence and optimized to reduce the differences between the intermediate and final images as perceived by the human observer in the cours ...

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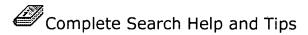Give us your opinion after using it.

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